

CSE 332

JUNE 26TH – ANALYSIS OF THE HEAP

ASSORTED MINUTIAE

- **Some problems with EX02 and EX03**

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 - Checkpoint moved to Friday

TODAY'S LECTURE

- **bigO and analysis**

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- **Analyzing the heap**

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- **bigO and analysis**
- **Analyzing the heap**
- **Floyd's method**

REVIEW FROM LAST WEEK

- **Heap implementation**

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 - Complete

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 - Heap property

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 - *d*-heaps

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- Counting operations strictly is unreliable
- Want some way for us to compare functions
- bigO – asymptotic runtime bounds
- $f(n) = O(g(n))$ if there exists some c and n_0 such that $f(n) < c * g(n)$ for some $c > 0$ and all $n > n_0$

BIG-O NOTATION

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Formally, a function $f(n)$ is $\Omega(g(n))$ if there exists a c and $n_0 > 0$ such that:

- For all $n \geq n_0$, $f(n) > c * g(n)$
- If a function $f(n)$ is in $O(g(n))$ and $\Omega(g(n))$

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- Formally, if $f(n)$ is in $O(g(n))$ and $\Omega(g(n))$, then $f(n)$ is in $\theta(g(n))$
- Note that the two will have different c and n_0

BIG O NOTATION

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 - Sort algorithms into families

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 - Sort algorithms into families
 - $O(1)$: constant
 - $O(\log n)$: logarithmic
 - $O(n)$: linear
 - $O(n^2)$: quadratic
 - $O(n^k)$: polynomial
 - $O(k^n)$: exponential

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 - The constant multiple c lets us organize similar algorithms together.
 - Remember that $\log_a k$ and $\log_b k$ differ by a constant factor?
 - That makes all logs in the same family

CORRECTNESS ANALYSIS

- **How do we show an algorithm is correct?**

CORRECTNESS ANALYSIS

- **How do we show an algorithm is correct?**
 - Need to look at the approach

BINARY SEARCH (AGAIN)

```
public int binarySearch(int[] data, int toFind){
    int low = 0; int high = data.length-1;
    while(low <= high){
        int mid = (low+high)/2;
        if(toFind>mid) low = mid+1; continue;
        else if(toFind<mid) high = mid-1; continue;
        else return mid;
    }
    return -1;
}
```

BINARY SEARCH CORRECTNESS

- **Prove binary search returns the correct answer**

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 - For all pairs i, j in the array:
 - If $A[i] \leq A[j]$, then $i \leq j$

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 - For all pairs i, j in the array:
 - If $A[i] \leq A[j]$, then $i \leq j$
 - Binary search always chooses the correct side
 - End case: $low = high$

ANALYSIS

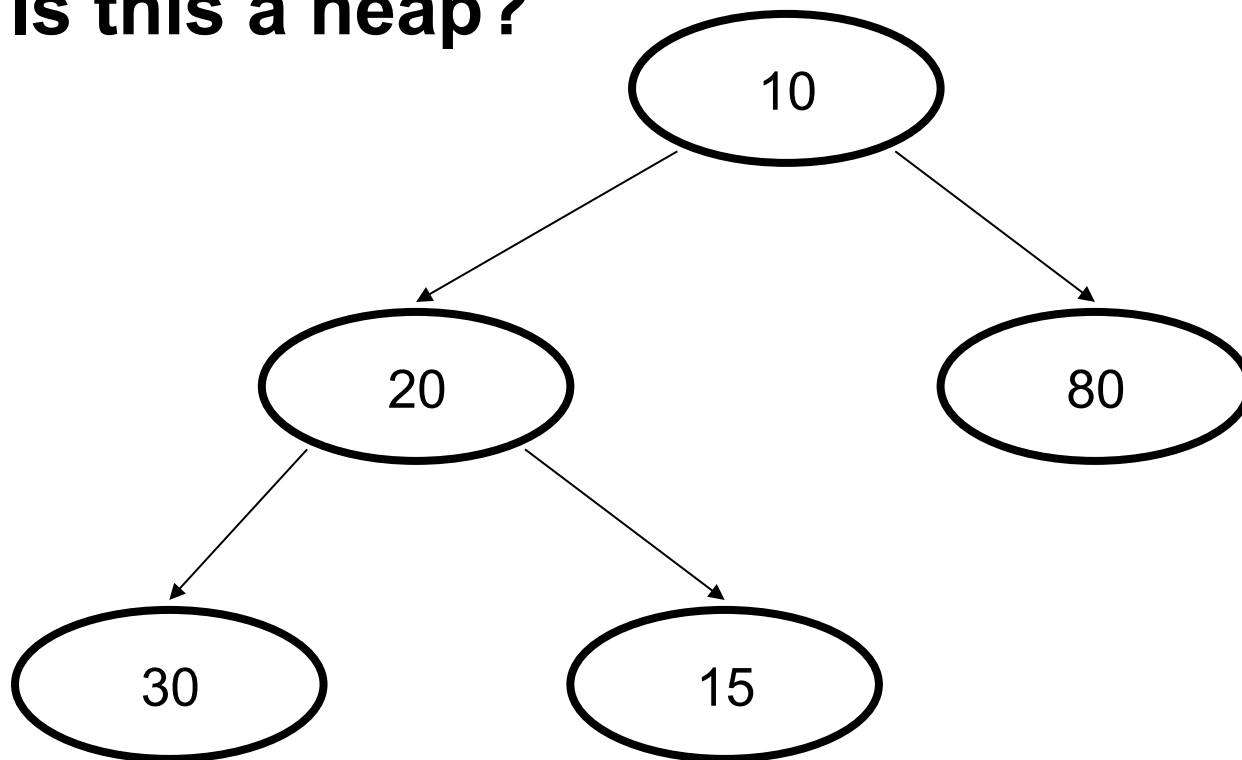
- **Let's use these analytical approaches to solve some things about heap functions**

ANALYSIS

- **Let's use these analytical approaches to solve some things about heap functions**
- **First, let's do a quick review of heap properties**

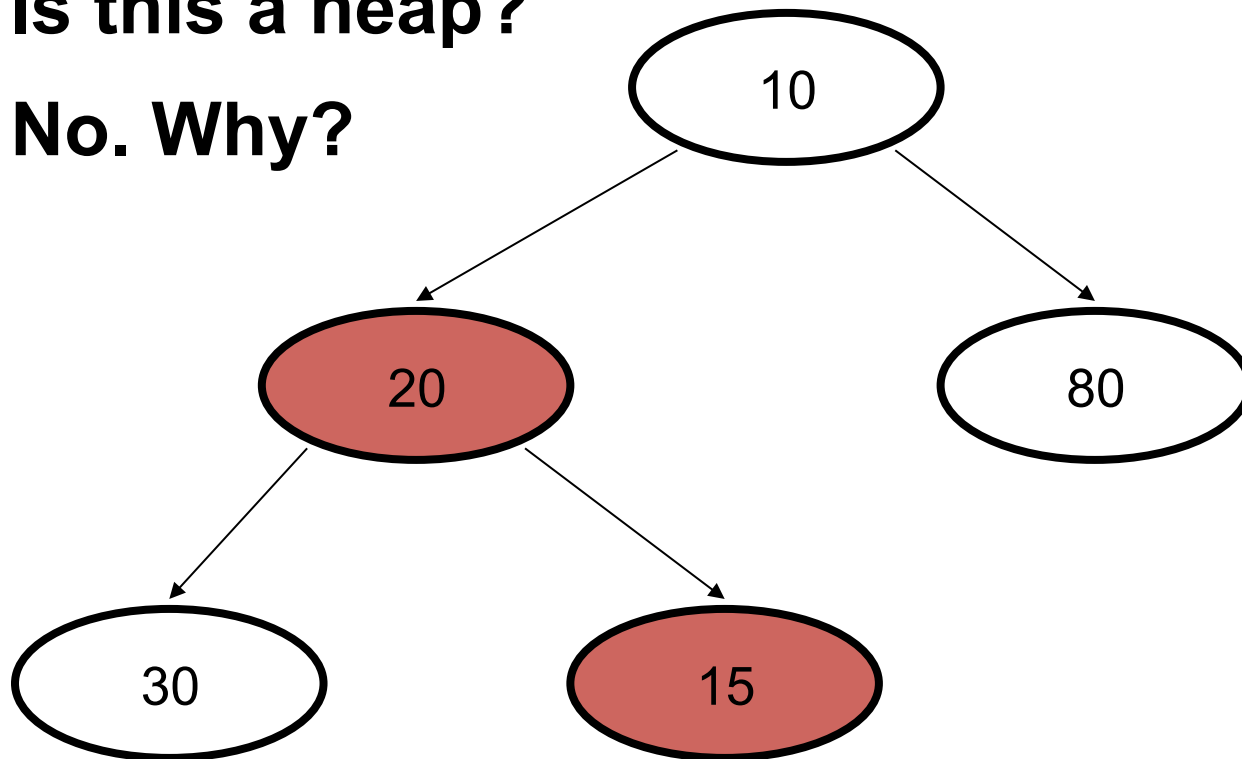
REVIEW

- Is this a heap?



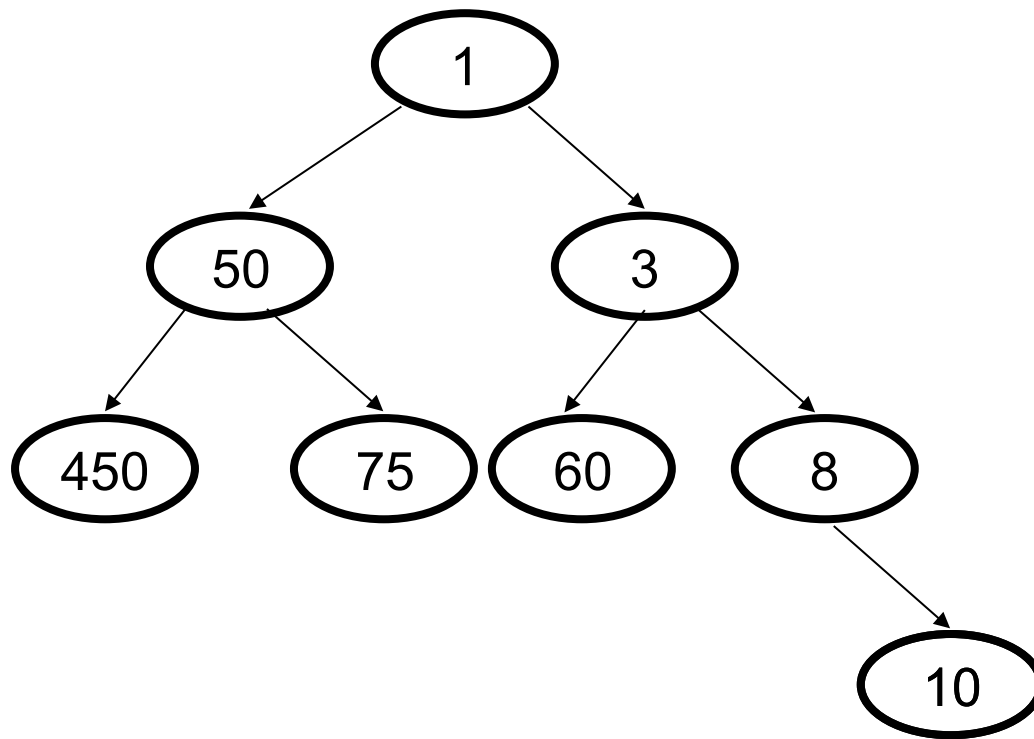
REVIEW

- Is this a heap?
- No. Why?



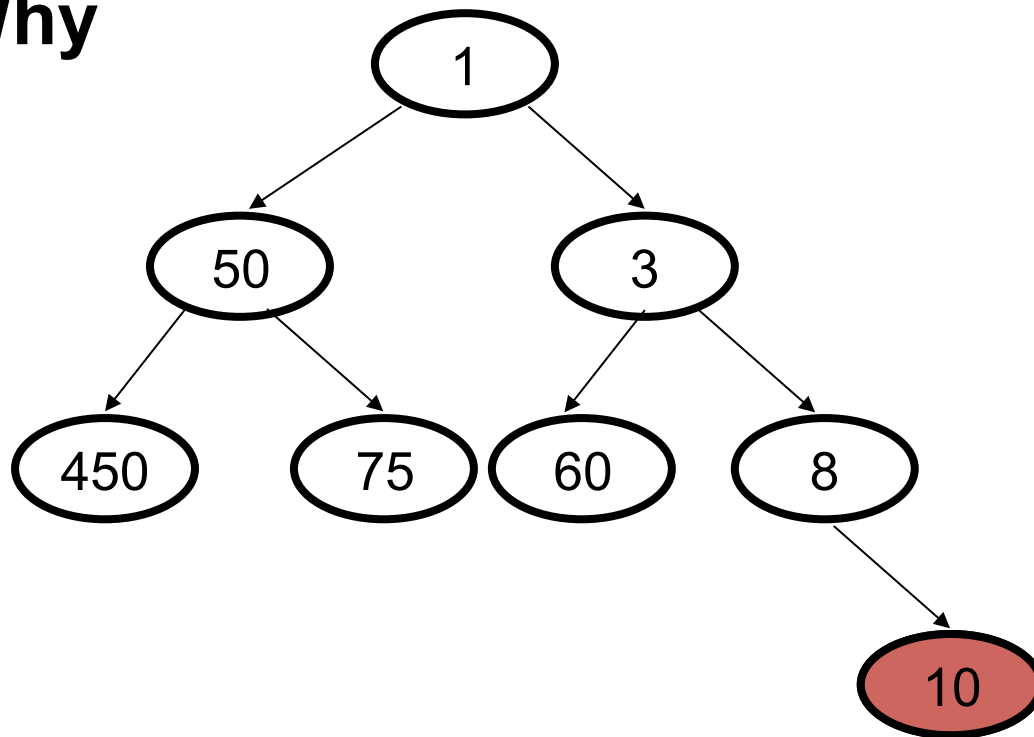
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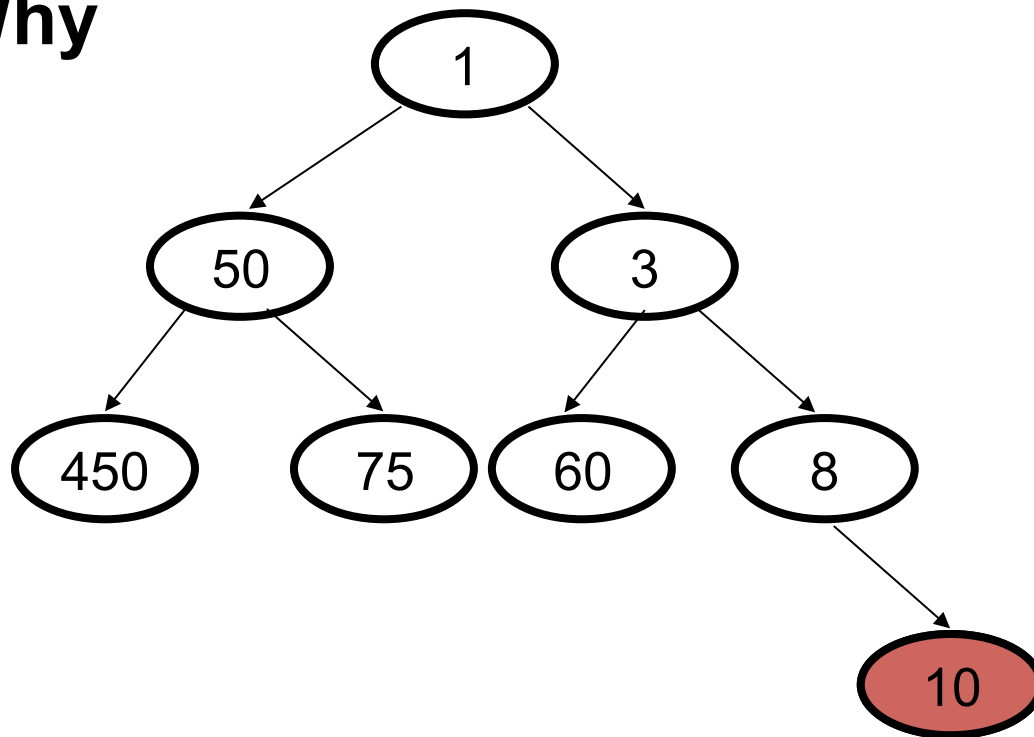
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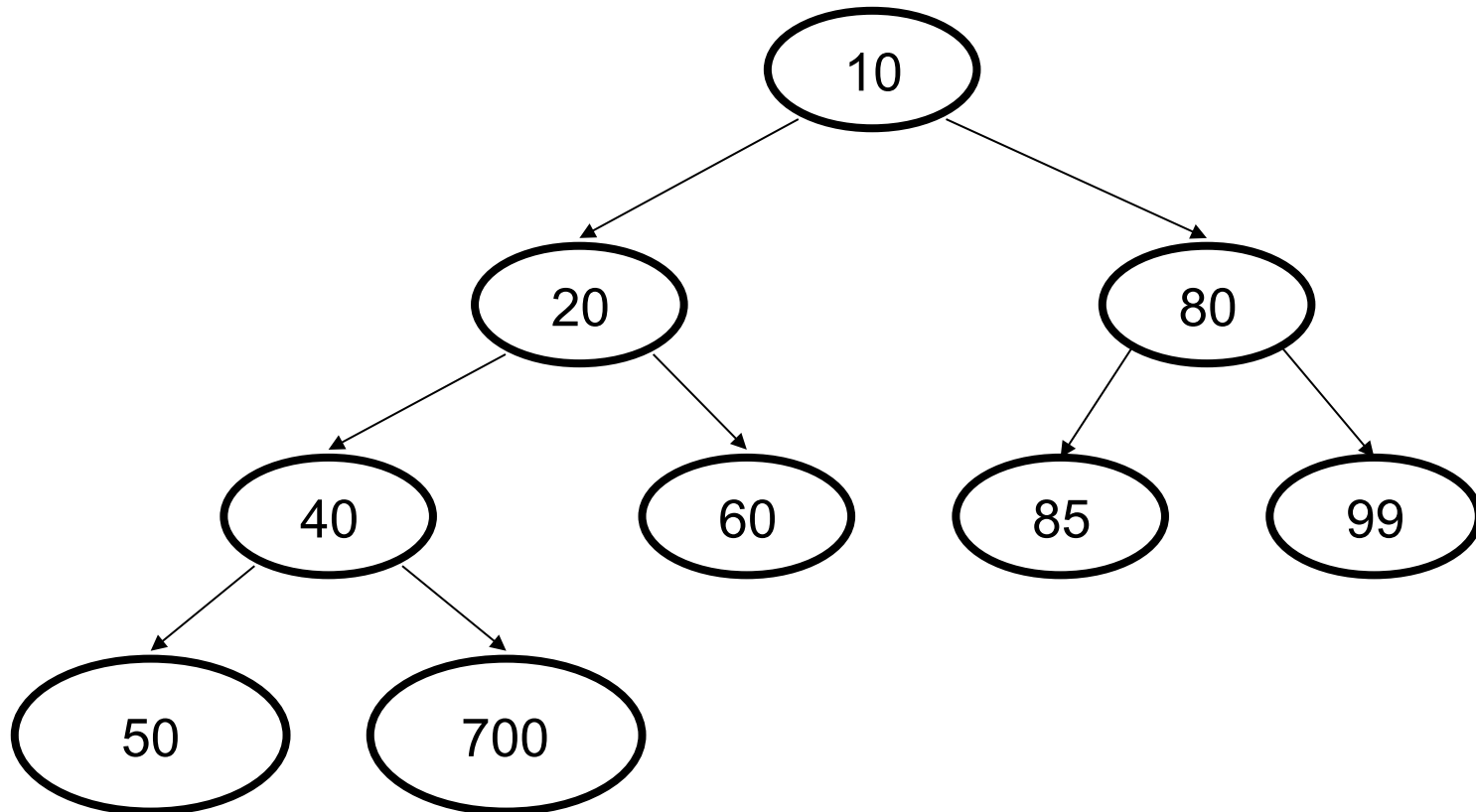
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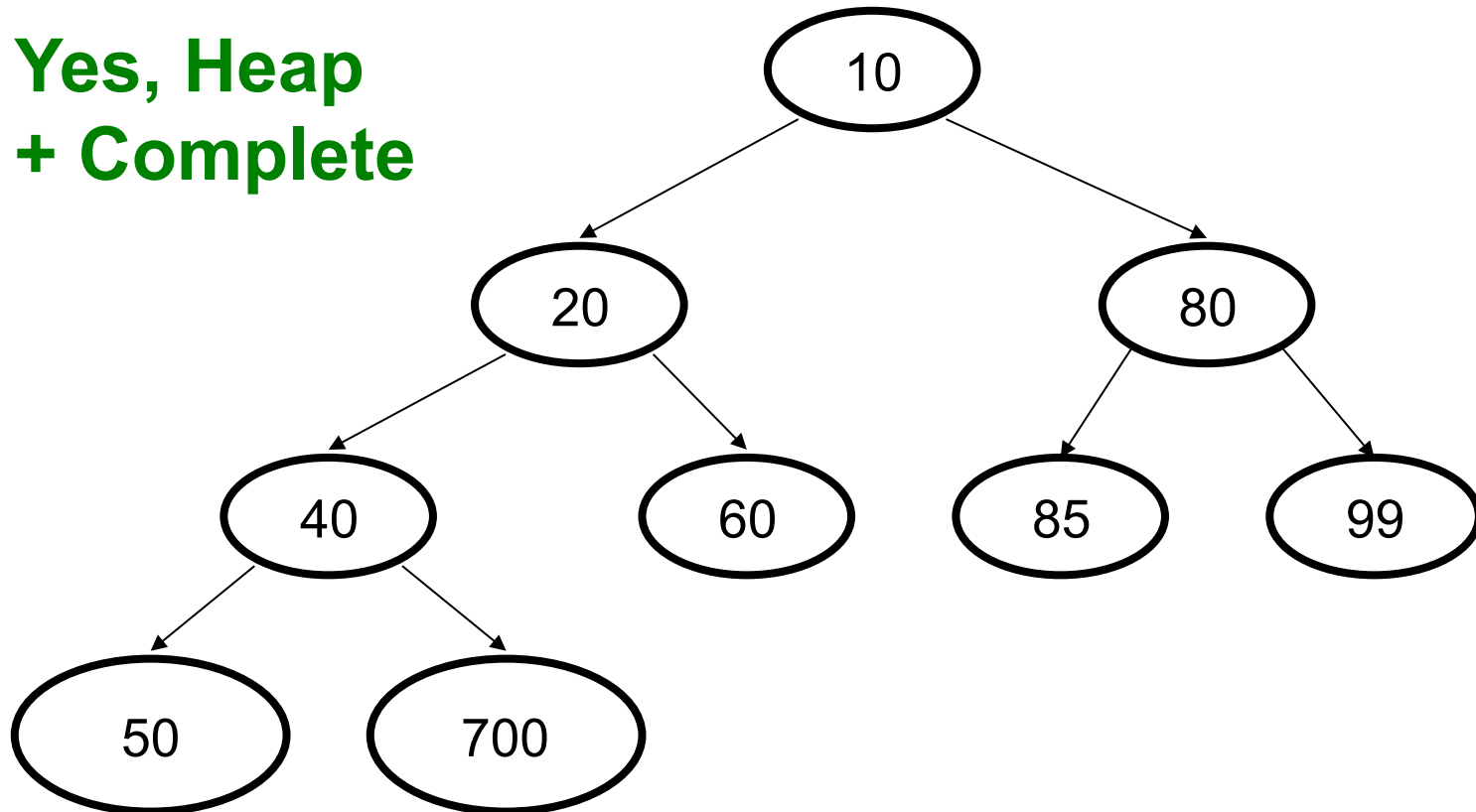
REVIEW

- Is this a heap?



REVIEW

- Is this a heap?
- Yes, Heap
+ Complete

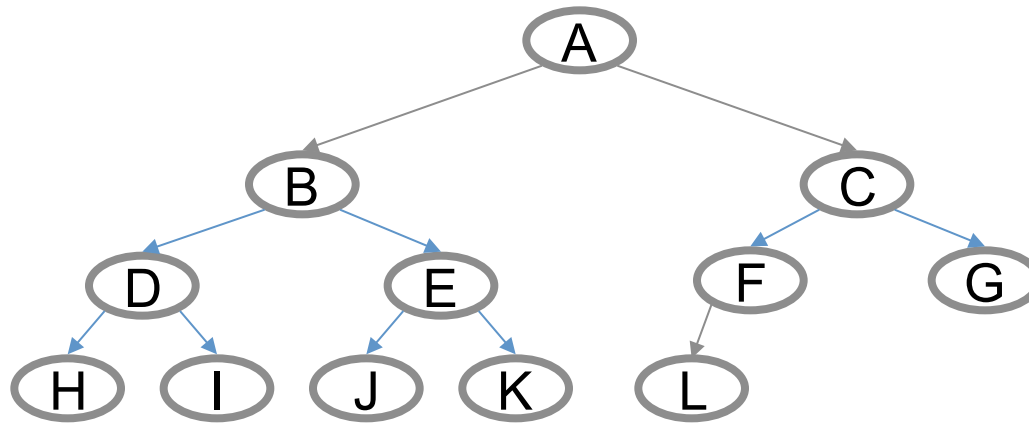


REVIEW

- **Heaps**
 - Properties
 - Completeness
 - Heap property
 - Implementation
 - Array (0 v 1 indexing)

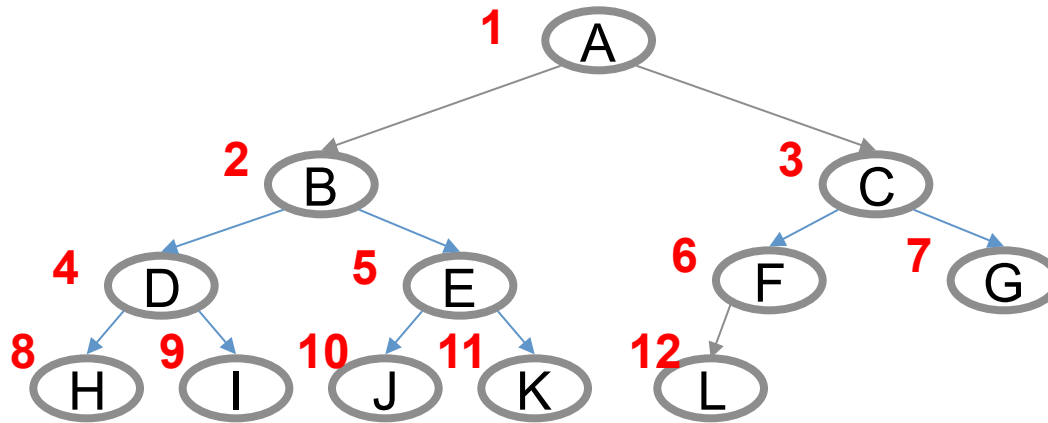
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- Array property



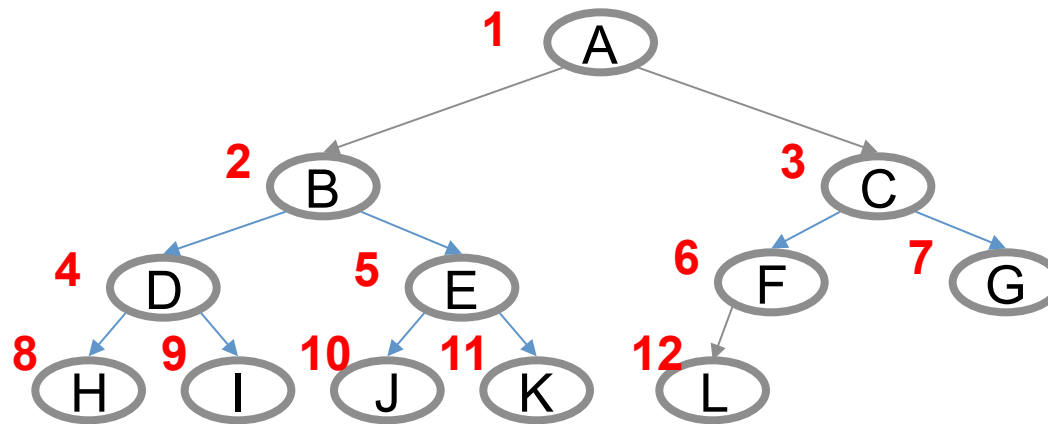
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	A	B	C	D	E	F	G	H	I	J	K	L	
0	1	2	3	4	5	6	7	8	9	10	11	12	13

REVIEW

- **With 0 indexing:**
 - Parent:
 - Left-child:
 - Right-child:

REVIEW

- **With 0 indexing:**
 - Parent: $(i-1)/2$
 - Left-child:
 - Right-child:

REVIEW

- **With 0 indexing:**
 - Parent: $(i-1)/2$
 - Left-child: $2i+1$
 - Right-child:

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- **With 1 indexing:**
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- **With 1 indexing:**
 - Parent: $i/2$
 - Left-child:
 - Right-child:

REVIEW

- **With 1 indexing:**
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 - Right-child:

REVIEW

- **With 1 indexing:**
 - Parent: $i/2$
 - Left-child: $2i$
 - Right-child: $2i+1$

REVIEW

- What about for a *d*-heap?

REVIEW

- **What about for a d -heap?**
- **Arithmetic changes slightly, but it is still doable**

HEAPS

- **Operations**

- Insert: adds a data, priority pair into the heap

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- **Operations**

- Insert: adds a data, priority pair into the heap
- deleteMin: returns and removes the item of smallest priority from the heap
- changePriority: changes the priority of a particular item in the heap
- **What are the (worst-case) runtimes for these operations?**

HEAPS

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 - Add the element at the bottom of the tree

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 - What is the height of a heap? $\log_2 n$

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 - What is the height of a heap? $\log_2 n$

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- **On average, is it faster to percolate up or down?**

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- **Given an array of length n , how do we make that array into a heap?**
- **Naïve approach?**
 - Make a new heap and add each element of the array into the heap
 - How long to finish?

FUN FACTS!

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1+2+3+4+5...

What is this summation?

FUN FACTS!

$$\sum_{k=1}^n k = \frac{1}{2} n(n+1)$$

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- What does this mean?

FUN FACTS!

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- **What does this mean?**
- **Summing k from 1 to n is still $O(n^2)$**

FUN FACTS!

$$\sum_{k=1}^n k = \frac{1}{2} n(n+1)$$

- **What does this mean?**
- **Summing k from 1 to n is still $O(n^2)$**
- **Similarly, summing $\log(k)$ from 1 to n is $O(n \log n)$**

ANALYSIS

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 - What is better?

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 - Whole operation is $O(\log(n))$
 - Can we do better?
 - What is better? $O(n)$

HEAPS

- **Facts of binary trees**

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- Increasing the height by one doubles the number of possible nodes
- Therefore, a complete binary tree has half of its nodes in the leaves
- A new piece of data is much more likely to have to percolate down to the bottom than be the smallest item in the heap

BUILDHEAP

- **So a naïve buildheap takes $O(n \log n)$**

BUILDHEAP

- **So a naïve buildheap takes $O(n \log n)$**
 - Why implement at all?

BUILDHEAP

- **So a naïve buildheap takes $O(n \log n)$**
 - Why implement at all?
 - If we can get it $O(n)$!

FLOYD'S METHOD

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 - Reverse order in the array

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- **Start with the last node that has children.**
 - How to find? $size / 2$
- **Percolate down each node as necessary**
 - Wait! Percolate down is $O(\log n)$!
 - This is an $O(n \log n)$ approach!

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- How far does each node travel (at worst)
 - Leaves don't move at all: Height = 0
 - This is half the nodes in the tree

FLOYD'S METHOD

- It is $O(n \log n)$, because big O is an upper bound, but there is a tighter analysis possible!
- How far does each node travel (at worst)
 - 1/2 of the nodes don't move:
 - These are leaves – Height = 0
 - 1/4 can move at most one
 - 1/8 can move at most two

FLOYD'S METHOD

- It is $O(n \log n)$, because big O is an upper bound, but there is a tighter analysis possible!
- How far does each node travel (at worst)
 - $1/2$ of the nodes don't move:
 - These are leaves – Height = 0
 - $1/4$ can move at most one
 - $1/8$ can move at most two ...

FLOYD'S METHOD

$$\sum_{i=0}^n \frac{i}{2^{i+1}} = \frac{2^{-n-1} (-n + 2^{n+1} - 2)}{1}$$

- **Thanks Wolfram Alpha!**

FLOYD'S METHOD

$$\sum_{i=0}^n \frac{i}{2^{i+1}} = \frac{2^{-n-1} (-n + 2^{n+1} - 2)}{1}$$

- **Thanks Wolfram Alpha!**
- **Does this look like an easier summation?**

FLOYD'S METHOD

$$\sum_{i=0}^{\infty} \frac{1}{2^{i+1}} = 1$$

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- **This is a must know summation!**

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- **This is a must know summation!**
- **$1/2 + 1/4 + 1/8 + \dots = 1$**

FLOYD'S METHOD

$$\sum_{i=0}^{\infty} \frac{1}{2^{i+1}} = 1$$

- **This is a must know summation!**
- **$1/2 + 1/4 + 1/8 + \dots = 1$**
- **How do we use this to prove our complicated summation?**

FLOYD'S METHOD

$$1/2 + 1/4 + 1/8 \dots \dots + 1/2^n = 1$$

FLOYD'S METHOD

$$1/2 + 1/4 + 1/8 \dots \dots + 1/2^n = 1$$

$$1/4 + 1/8 \dots \dots + 1/2^n = 1/2$$

$$1/8 \dots \dots + 1/2^n = 1/4$$

FLOYD'S METHOD

$$1/2 + 1/4 + 1/8 \dots \dots + 1/2^n = 1$$

$$1/4 + 1/8 \dots \dots + 1/2^n = 1/2$$

$$1/8 \dots \dots + 1/2^n = 1/4$$

- **Vertical columns sum to:**
 $i/2^i$, which is what we want
- **What is the right summation?**
 - Our original summation plus 1

FLOYD'S METHOD

$$\sum_{i=1}^{\infty} \frac{i}{2^i} = 2$$

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$$\sum_{i=1}^{\infty} \frac{i}{2^i} = 2$$

- **This means that the number of swaps we perform in Floyd's method is 2 times the size... So Floyd's method is $O(n)$**

NEXT LECTURE

- **Back to analysis**

NEXT LECTURE

- **Back to analysis**
- **Recurrences and analyzing recursive functions**